EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L69	46	L68 and (subpixel or sub-pixel or "sub pixel")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:48
L68	1692	L66 and (font or character)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:48
L66	9089	((overlap$4 or cover$3) near7 (averag$3 or percent$3)) same (window or area or (bounding adj box) or box)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:47
L65	3	382/264.ccls. and ((subpixel or sub-pixel or "sub pixel") near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:47
L62	25	((overlap$4 or cover$3) near7 (averag$3 or percent$3)) and ((subpixel or sub-pixel or "sub pixel") same (font or character))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:47
L63	3	382/264.ccls. and ((overlap$4 or cover$3) near7 (subpixel or sub-pixel or "sub pixel"))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:28
L58	12	345/589.ccls. and (overlap$4 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:28
L60	10	382/264.ccls. and ((overlap$4 or cover$3) near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:27
L61	5	L59 and (subpixel or sub-pixel or "sub pixel")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:18

EAST Search History

L59	35	382/274.ccls. and ((overlap$4 or cover$3) near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:17
L57	6	345/467.ccls. and (overlap$4 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:11
L56	0	345/472.ccls. and (overlap$4 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:11
L55	5	382/299.ccls. and (overlap$4 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:11
L54	10	382/298.ccls. and (overlap$4 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:11
L44	6	382/298.ccls. and (cover$3 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:11
S61	20	345/698.ccls. and ((mark-up or (mark near3 up) or HTML or WML or XML or WAP))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:10
L53	4	345/698.ccls. and (cover$3 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:10
L51	200	345/698.ccls. and (luminance or luminosit$3 or bright$4 or intensit$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:10
L50	33	345/698.ccls. and ((mark-up or (mark near3 up) or HTML or WML or XML or WAP))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:10

EAST Search History

L47	22	345/589.ccls. and (cover$3 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:10
L49	13	L47 and (subpixel or sub-pixel or (sub adj pixel))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:08
L48	2	345/467.ccls. and (cover$3 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:07
L46	2	345/472.ccls. and (cover$3 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:03
L45	6	382/299.ccls. and (cover$3 near7 (averag$3 or percent$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:03
L35	25	382/298.ccls. and ((mark-up or (mark near3 up) or HTML or WML or XML or WAP))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:02
S79	4	S74 and S76	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:01
L42	5	L36 and L41	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:01
L41	337	382/299.ccls. and (luminance or luminosit$3 or bright$4 or intensit$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:01
L40	7	L38 and L39	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:01

EAST Search History

L39	334	382/298.ccls. and (luminance or luminosit$3 or bright$4 or intensit$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:01
L38	25	382/298.ccls. and ((mark-up or (mark near3 up) or HTML or WML or XML or WAP))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:01
L36	19	382/299.ccls. and ((mark-up or (mark near3 up) or HTML or WML or XML or WAP))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:01
S74	9	382/298.ccls. and ((mark-up or (mark near3 up) or HTML or WML or XML or WAP))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:00
L33	63	345/472.ccls. and (luminance or luminosit$3 or bright$4 or intensit$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:00
L32	7	345/472.ccls. and (mark-up or (mark near3 up) or HTML or WML or XML or WAP)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 12:00
S57	5	345/472.ccls. and (mark-up or (mark near3 up) or HTML or WML or XML or WAP)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 11:04
S98	1	S97 and ((antialias$3 or (anti near3 alias$3)) same (luminance or luminosity or brightness))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:59
L31	2	L29 and (((color adj balance) or (anti near3 alias$3)) same (luminance or luminosity or brightness))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:59
L30	1	L29 and ((antialias$3 or (anti near3 alias$3)) same (luminance or luminosity or brightness))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:59

EAST Search History

L29	831	345/467.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:59
L24	12	L23 and L21	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:58
L22	11	L20 and L21	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:58
S43	12	345/660.ccls. and ((subpixel or sub-pixel or "sub pixel") same (image or text))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:57
S41	6	S39 and S40	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:57
S40	208	345/660.ccls. and (luminance or luminosit$3 or bright$4 or intensit$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:57
L27	214	345/667.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:57
L26	15	345/660.ccls. and ((subpixel or sub-pixel or "sub pixel") same (image or text))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:57
L23	15	345/660.ccls. and ((subpixel or sub-pixel or "sub pixel") same (image or text))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:57
L21	243	345/660.ccls. and (luminance or luminosit$3 or bright$4 or intensit$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:57

EAST Search History

L20	50	345/660.ccls. and (mark-up or (mark near3 up) or HTML or WML or XML or WAP)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:57
L19	243	345/660.ccls. and (luminance or luminosit$3 or bright$4 or intensit$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:57
L18	12	345/619.ccls. and (scal$3 near3 (down or reduc$5)) and (mark-up or (mark near3 up) or HTML or WML or XML or WAP)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:57
S27	7	345/619.ccls. and (scal$3 near3 (down or reduc$5)) and (mark-up or (mark near3 up) or HTML or WML or XML or WAP)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:55
L16	1	345/619.ccls. and (scal$3 near3 (down or reduc$5)) same (mark-up or (mark near3 up) or HTML or WML or XML or WAP)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:55
L15	4	345/589.ccls. and (scal$3 near3 (down or reduc$5)) and (mark-up or (mark near3 up) or HTML or WML or XML or WAP)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:55
L14	1	345/589.ccls. and (scal$3 near3 (down or reduc$5)) same (mark-up or (mark near3 up) or HTML or WML or XML or WAP)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:55
L12	20	(luminosity or intensit$3) same ((subpixel or sub-pixel or "sub pixel")) same scal$3 same (text or character or letter)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:55
L11	17	(luminosity or intensit$3) same ((subpixel or sub-pixel or "sub pixel")) same scal$3 same (antialias$3 or anti-alias$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:55
S10 1	14	(luminosity or intensit$3) same ((subpixel or sub-pixel or "sub pixel")) same scal$3 same (antialias$3 or anti-alias$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:54

EAST Search History

S25	3	345/589.ccls. and (scal$3 near3 (down or reduc$5)) and (mark-up or (mark near3 up) or HTML or WML or XML or WAP)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:54
S24	1	345/589.ccls. and (scal$3 near3 (down or reduc$5)) same (mark-up or (mark near3 up) or HTML or WML or XML or WAP)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:54
L10	82	345/670.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:52
L9	203	345/613.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:52
L8	51	345/612.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:50
S51	76	345/670.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:49
S35	139	345/613.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:49
L7	28	345/472.1.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:49
S56	26	345/472.1.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:48
S34	38	345/612.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:48

EAST Search History

L6	22	porter-edward-w.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:46
L5	65	collins-john.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:46
S8	0	porter-edward.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:45
S7	19	porter-edward-w.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:45
S6	59	collins-john.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:45
S5	77	collins-john-s.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:45
S4	6	kaasila-sampo.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:45
S3	11	kaasila-sampo-j.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:45
L4	83	collins-john-s.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:45
L3	6	kaasila-sampo.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:45

EAST Search History

L2	0	porter-edward.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:45
L1	12	kaasila-sampo-j.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 10:45
S110	3	(font or character) same ((subpixel or sub-pixel or "sub pixel")) same (color near5 alias$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 08:07
S109	7	(font or character) same ((subpixel or sub-pixel or "sub pixel")) same (color adj balanc$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 08:07
S100	165	(luminosity or intensit$3) same ((subpixel or sub-pixel or "sub pixel")) same scal$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/04/24 08:05

Terms used
font coverage average window subpixel sub pixel sub pixel

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Relevance scale

1 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**

Publisher: IBM Press

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

3 Reading text from computer screens

Carol Bergfeld Mills, Linda J. Weldon

December 1987 **ACM Computing Surveys (CSUR)**, Volume 19 Issue 4

Publisher: ACM Press

Full text available: pdf(3.33 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This paper reviews empirical studies concerning the readability of text from computer screens. The review focuses on the form and physical attributes of complex, realistic displays of text material. Most studies comparing paper and computer screen readability show that screens are less readable than paper. There are many factors that could affect the readability of computer screens. The factors explored in this review are the features of characters, the formatting of the screen, the contras ...

4 Novel web applications: The portrait of a common HTML web page

Ryan Levering, Michal Cutler
October 2006 **Proceedings of the 2006 ACM symposium on Document engineering DocEng '06**
Publisher: ACM Press
Full text available: pdf(270.72 KB) Additional Information: full citation, abstract, references, index terms

Web pages are not purely text, nor are they solely HTML. This paper surveys HTML web pages; not only on textual content, but with an emphasis on higher order visual features and supplementary technology. Using a crawler with an in-house developed rendering engine, data on a pseudo-random sample of web pages is collected. First, several basic attributes are collected to verify the collection process and confirm certain assumptions on web page text. Next, we take a look at the distribution of diff ...

Keywords: CSS, HTML, feature, javascript, script, style, survey, visual, world wide web

5 A survey of Web metrics
Devanshu Dhyani, Wee Keong Ng, Sourav S. Bhowmick
December 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 4
Publisher: ACM Press
Full text available: pdf(289.28 KB) Additional Information: full citation, abstract, references, citings, index terms

The unabated growth and increasing significance of the World Wide Web has resulted in a flurry of research activity to improve its capacity for serving information more effectively. But at the heart of these efforts lie implicit assumptions about "quality" and "usefulness" of Web resources and services. This observation points towards measurements and models that quantify various attributes of web sites. The science of measuring all aspects of information, especially its storage and retrieval or ...

Keywords: Information theoretic, PageRank, Web graph, Web metrics, Web page similarity, quality metrics

6 Mobility & wireless access: Web browsing performance of wireless thin-client computing
S. Jae Yang, Jason Nieh, Shilpa Krishnappa, Aparna Mohla, Mahdi Sajjadpour
May 2003 **Proceedings of the 12th international conference on World Wide Web WWW '03**
Publisher: ACM Press
Full text available: pdf(239.90 KB) Additional Information: full citation, abstract, references, citings, index terms

Web applications are becoming increasingly popular for mobile wireless systems. However, wireless networks can have high packet loss rates, which can degrade web browsing performance on wireless systems. An alternative approach is wireless thin-client computing, in which the web browser runs on a remote thin server with a more reliable wired connection to the Internet. A mobile client then maintains a connection to the thin server to receive display updates over the lossy wireless network. To as ...

Keywords: thin-client computing, web performance, wireless and mobility

7 Link and channel measurement: A simple mechanism for capturing and replaying wireless channels
Glenn Judd, Peter Steenkiste
August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental**

approaches to wireless network design and analysis E-WIND '05

Publisher: ACM Press

Full text available: pdf(6.06 MB) Additional Information: full citation, abstract, references, index terms

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the req ...

Keywords: channel capture, emulation, wireless

8 Designing and comparing automated test oracles for GUI-based software applications

Qing Xie, Atif M. Memon

February 2007 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 16 Issue 1

Publisher: ACM Press

Full text available: pdf(742.55 KB) Additional Information: full citation, abstract, references, index terms

Test designers widely believe that the overall effectiveness and cost of software testing depends largely on the type and number of test cases executed on the software. This article shows that the *test oracle*, a mechanism that determines whether a software is executed correctly for a test case, also significantly impacts the fault detection effectiveness and cost of a test case. Graphical user interfaces (GUIs), which have become ubiquitous for interacting with today's software, have crea ...

Keywords: GUI state, GUI testing, Test oracles, graphical user interfaces, user interfaces, widgets

9 Extraction of coherent relevant passages using hidden Markov models

Jing Jiang, Chengxiang Zhai

July 2006 **ACM Transactions on Information Systems (TOIS)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: pdf(330.23 KB) Additional Information: full citation, abstract, references, index terms

In information retrieval, retrieving relevant passages, as opposed to whole documents, not only directly benefits the end user by filtering out the irrelevant information within a long relevant document, but also improves retrieval accuracy in general. A critical problem in passage retrieval is to extract *coherent relevant passages* accurately from a document, which we refer to as *passage extraction*. While much work has been done on passage retrieval, the passage extraction problem ...

Keywords: Hidden Markov models, passage retrieval

10 Gaze: EyePrint: support of document browsing with eye gaze trace

Takehiko Ohno

October 2004 **Proceedings of the 6th international conference on Multimodal interfaces ICMI '04**

Publisher: ACM Press

Full text available: pdf(534.23 KB) Additional Information: full citation, abstract, references, index terms

Current digital documents provide few traces to help user browsing. This makes document browsing difficult, and we sometimes feel it is hard to keep track of all of the information.

To overcome this problem, this paper proposes a method of creating traces on digital documents. The method, called EyePrint, generates a trace from the user's eye gaze in order to support the browsing of digital document. Traces are presented as highlighted areas on a document, which become visual cues for accessi ...

Keywords: document browsing, eyePrint, gaze-based interaction, information retrieval, readwear, reusability problem

11 Keeping hospitals healthy

Christopher H. Lee
June 1999 **ACM SIGAPL APL Quote Quad**, Volume 29 Issue 4
Publisher: ACM Press
Full text available: pdf(463.26 KB) Additional Information: full citation

12 Computing human life value

Gary A. Bergquist
June 1999 **ACM SIGAPL APL Quote Quad**, Volume 29 Issue 4
Publisher: ACM Press
Full text available: pdf(463.26 KB) Additional Information: full citation

13 Microarchitecture Optimizations for Exploiting Memory-Level Parallelism

Yuan Chou, Brian Fahs, Santosh Abraham
March 2004 **ACM SIGARCH Computer Architecture News , Proceedings of the 31st annual international symposium on Computer architecture ISCA '04**, Volume 32 Issue 2
Publisher: IEEE Computer Society, ACM Press
Full text available: pdf(246.18 KB) Additional Information: full citation, abstract, citings

The performance of memory-bound commercial applicationssuch as databases is limited by increasing memory latencies. Inthis paper, we show that exploiting memory-level parallelism(MLP) is an effective approach for improving the performance ofthese applications and that microarchitecture has a profound impacton achievable MLP. Using the epoch model of MLP, we reasonhow traditional microarchitecture features such as out-of-orderissue and state-of-the-art microarchitecture techniques suchas runahead ...

14 Pattern matching and parsing: Efficient sequence alignment of network traffic

Christian Kreibich, Jon Crowcroft
October 2006 **Proceedings of the 6th ACM SIGCOMM on Internet measurement IMC '06**
Publisher: ACM Press
Full text available: pdf(398.90 KB) Additional Information: full citation, abstract, references, index terms

String comparison algorithms, inspired by methods used in bioinformatics, have recently gained popularity in network applications. In this paper we demonstrate the need for careful selection of alignment models if such algorithms are to yield the desired results when applied to network traffic. We introduce a novel variant of the Jacobson-Vo algorithm employing a flexible gap-minimising alignment model suitable for network traffic, and find that our software implementation outperforms the common ...

Keywords: sequence alignment, sequence analysis, traffic monitoring

15 Content session 1: multi-modal analysis: Segmentation, categorization, and identification of commercial clips from TV streams using multimodal analysis

Ling-Yu Duan, Jinqiao Wang, Yantao Zheng, Jesse S. Jin, Hanqing Lu, Changsheng Xu

October 2006 **Proceedings of the 14th annual ACM international conference on Multimedia MULTIMEDIA '06**

Publisher: ACM Press

Full text available: pdf(1.88 MB) Additional Information: full citation, abstract, references, index terms

TV advertising is ubiquitous, perseverant, and economically vital. Millions of people's living and working habits are affected by TV commercials. In this paper, we present a multimodal ("visual + audio + text") commercial video digest scheme to segment individual commercials and carry out semantic content analysis within a detected commercial segment from TV streams.Two challenging issues are addressed. Firstly, we propose a multimodal approach to robustly detect the boundaries of individual com ...

Keywords: TV commercial, mid-level features, multimodal analysis, segmentation, semantics, text categorization, video classification

16 URICA: Usage-awaRe Interactive Content Adaptation for mobile devices

Iqbal Mohomed, Jim Chengming Cai, Eyal de Lara

April 2006 **ACM SIGOPS Operating Systems Review , Proceedings of the 2006 EuroSys conference EuroSys '06**, Volume 40 Issue 4

Publisher: ACM Press

Full text available: pdf(717.27 KB) Additional Information: full citation, abstract, references, index terms

Usage-awaRe Interactive Content Adaptation (URICA) is an automatic technique that adapts content for display on mobile devices based on usage semantics. URICA allows users who are unsatisfied with the system's adaptation decision to take control of the adaptation process and make changes until the content is suitably adapted for their purposes. The successful adaptation is recorded and used in making future adaptation decisions. To validate URICA, we implemented a prototype system called Chamele ...

Keywords: content adaptation, customization, learning, mobile devices

17 Estimation of state line statistics in sequential circuits

Vikram Saxena, Farid N. Najm, Ibrahim N. Hajj

July 2002 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 7 Issue 3

Publisher: ACM Press

Full text available: pdf(164.07 KB) Additional Information: full citation, abstract, references, citings, index terms

In this article, we present a simulation-based technique for estimation of signal statistics (switching activity and signal probability) at the flip-flop output nodes (state signals) of a general sequential circuit. Apart from providing an estimate of the power consumed by the flip-flops, this information is needed for calculating power in the combinational portion of the circuit. The statistics are computed by collecting samples obtained from fast RTL simulation of the circuit under input seque ...

Keywords: Power estimation, finite-state machine, sequential circuit, signal probability, signal statistics, switching activity, transition density

18 Parsing: PRINCIPAR: an efficient, broad-coverage, principle-based parser

Dekang Lin

August 1994 **Proceedings of the 15th conference on Computational linguistics - Volume 1**

Publisher: Association for Computational Linguistics

Full text available: pdf(515.49 KB) Additional Information: full citation, abstract, references, citings

We present an efficient, broad-coverage, principle-based parser for English. The parser has been implemented in C++ and runs on SUN Sparcstations with X-windows. It contains a lexicon with over 90,000 entries, constructed automatically by applying a set of extraction and conversion rules to entries from machine readable dictionaries.

19 How to encode semantic knowledge: a method for meaning representation and computer-aided acquisition

Paola Velardi, Michela Fasolo, Maria Teresa Pazienza

June 1991 **Computational Linguistics**, Volume 17 Issue 2

Publisher: MIT Press

Full text available: pdf(1.25 MB) Additional Information: full citation, abstract, references, citings

Publisher Site

Natural language processing will not be able to compete with traditional information retrieval unless high-coverage techniques are developed. It is commonly agreed that a poor encoding of the semantic lexicon is the bottleneck of many existing systems. A hand encoding of semantic knowledge on an extensive basis is not realistic; hence, it is important to devise methods by which such knowledge can be acquired in part or entirely by a computer. But what type of semantic knowledge could be automati ...

20 Making MIRACLEs: Interactive translingual search for Cebuano and Hindi

Daqing He, Douglas W. Oard, Jianqiang Wang, Jun Luo, Dina Demner-Fushman, Kareem Darwish, Philip Resnik, Sanjeev Khudanpur, Michael Nossal, Michael Subotin, Anton Leuski

September 2003 **ACM Transactions on Asian Language Information Processing (TALIP)**, Volume 2 Issue 3

Publisher: ACM Press

Full text available: pdf(209.29 KB) Additional Information: full citation, abstract, references, index terms

Searching is inherently a user-centered process; people pose the questions for which machines seek answers, and ultimately people judge the degree to which retrieved documents meet their needs. Rapid development of interactive systems that use queries expressed in one language to search documents written in another poses five key challenges: (1) interaction design, (2) query formulation, (3) cross-language search, (4) construction of translated summaries, and (5) machine translation. This articl ...

Keywords: Cross-language information retrieval, Interactive information retrieval, Machine translation

Terms used
font coverage percentage window subpixel sub pixel sub pixel

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Sort results by: relevance

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Results 1 - 20 of 42 Result page: **1** 2 3 next

Relevance scale

1 An open-source CVE for programming education: a case study: An open-source CVE for programming education: a case study

Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks

July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**

Publisher: ACM Press

Full text available: pdf(7.92 MB) Additional Information: full citation, references

2 Coverage criteria for GUI testing

Atif M. Memon, Mary Lou Soffa, Martha E. Pollack

September 2001 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 8th European software engineering conference held jointly with 9th ACM SIGSOFT international symposium on Foundations of software engineering ESEC/FSE-9**, Volume 26 Issue 5

Publisher: ACM Press

Full text available: pdf(1.47 MB) Additional Information: full citation, abstract, references, citings, index terms

A widespread recognition of the usefulness of graphical user interfaces (GUIs) has established their importance as critical components of today's software. GUIs have characteristics different from traditional software, and conventional testing techniques do not directly apply to GUIs. This paper's focus is on coverage critieria for GUIs, important rules that provide an objective measure of test quality. We present new coverage criteria to help determine whether a GUI has been adequately tested. ...

Keywords: GUI test coverage, GUI testing, component testing, event-based coverage, event-flow graph, integration tree

3 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**

Publisher: IBM Press

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

4 Innovative systemic perspectives: Measuring the conceptual fitness of an application in a computing ecosystem

Idris Hsi

November 2004 **Proceedings of the 2004 ACM workshop on Interdisciplinary software engineering research WISER '04**

Publisher: ACM Press

Full text available: pdf(828.55 KB) Additional Information: full citation, abstract, references, citings, index terms

Developing computing applications that can match a set of evolving requirements requires an understanding of the conceptual fitness of these applications relative to the domains they purport to serve. We present the computing ecosystem framework with its associated concepts, use niches, use potential, and activation potential. We show how the ecosystem framework allows us to characterize the usefulness of an application through the concept of fitness. We propose a method for measuring the fit ...

Keywords: activation cost, activation energy, computing ecosystem, conceptual fitness, ontological excavation, software evolution, use niche, use potential, usefulness

5 Novel web applications: The portrait of a common HTML web page

Ryan Levering, Michal Cutler

October 2006 **Proceedings of the 2006 ACM symposium on Document engineering DocEng '06**

Publisher: ACM Press

Full text available: pdf(270.72 KB) Additional Information: full citation, abstract, references, index terms

Web pages are not purely text, nor are they solely HTML. This paper surveys HTML web pages; not only on textual content, but with an emphasis on higher order visual features and supplementary technology. Using a crawler with an in-house developed rendering engine, data on a pseudo-random sample of web pages is collected. First, several basic attributes are collected to verify the collection process and confirm certain assumptions on web page text. Next, we take a look at the distribution of diff ...

Keywords: CSS, HTML, feature, javascript, script, style, survey, visual, world wide web

6 Extracting usability information from user interface events

David M. Hilbert, David F. Redmiles

December 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4

Publisher: ACM Press

Full text available: pdf(1.50 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Modern window-based user interface systems generate user interface events as natural products of their normal operation. Because such events can be automatically captured and because they indicate user behavior with respect to an application's user interface, they have long been regarded as a potentially fruitful source of information regarding application usage and usability. However, because user interface events are typically voluminos and rich in detail, automated support is generally ...

Keywords: human-computer interaction, sequential data analysis, usability testing, user interface event monitoring

7 Link and channel measurement: A simple mechanism for capturing and replaying wireless channels

Glenn Judd, Peter Steenkiste

August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis E-WIND '05**

Publisher: ACM Press

Full text available: pdf(6.06 MB) Additional Information: full citation, abstract, references, index terms

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the req ...

Keywords: channel capture, emulation, wireless

8 Voter-centered design: Toward a voter decision support system

Scott P. Robertson

June 2005 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 12 Issue 2

Publisher: ACM Press

Full text available: pdf(5.45 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Electronic voting support systems should not focus only on ballot casting and recording. Instead, a user-centered perspective should be adopted for the design of a system that supports information gathering, organizing and sharing, deliberation, decision making, and voting. Relevant social science literature on political decision making and voting is used to develop requirements. A design concept is presented that supports extended information browsing using combined filtering from ballot materi ...

Keywords: Electronic voting, digital government, social filtering, voter support system

9 A survey of Web metrics

Devanshu Dhyani, Wee Keong Ng, Sourav S. Bhowmick

December 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 4

Publisher: ACM Press

Full text available: pdf(289.28 KB) Additional Information: full citation, abstract, references, citings, index terms

The unabated growth and increasing significance of the World Wide Web has resulted in a flurry of research activity to improve its capacity for serving information more effectively. But at the heart of these efforts lie implicit assumptions about "quality" and "usefulness" of Web resources and services. This observation points towards measurements and models that quantify various attributes of web sites. The science of measuring all aspects of information, especially its storage and retrieval or ...

Keywords: Information theoretic, PageRank, Web graph, Web metrics, Web page similarity, quality metrics

10 Preliminary investigation of techniques for automated reading of unformatted text

George Nagy
July 1968 **Communications of the ACM**, Volume 11 Issue 7
Publisher: ACM Press
Full text available: pdf(1.86 MB) Additional Information: full citation, references, citings

Keywords: character recognition, information retrieval, online reader, operator-controlled reader, pattern recognition, reading machine, text reading, text-image discrimination, unformatted text

11 Microarchitecture Optimizations for Exploiting Memory-Level Parallelism

Yuan Chou, Brian Fahs, Santosh Abraham
March 2004 **ACM SIGARCH Computer Architecture News , Proceedings of the 31st annual international symposium on Computer architecture ISCA '04**, Volume 32 Issue 2
Publisher: IEEE Computer Society, ACM Press
Full text available: pdf(246.18 KB) Additional Information: full citation, abstract, citings

The performance of memory-bound commercial applicationssuch as databases is limited by increasing memory latencies. Inthis paper, we show that exploiting memory-level parallelism(MLP) is an effective approach for improving the performance ofthese applications and that microarchitecture has a profound impacton achievable MLP. Using the epoch model of MLP, we reasonhow traditional microarchitecture features such as out-of-orderissue and state-of-the-art microarchitecture techniques suchas runahead ...

12 The CORE electronic chemistry library

Michael Lesk
September 1991 **Proceedings of the 14th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '91**
Publisher: ACM Press
Full text available: pdf(1.74 MB) Additional Information: full citation, references, citings, index terms

13 An exploratory evaluation of three interfaces for browsing large hierarchical tables of contents

Richard Chimera, Ben Shneiderman
October 1994 **ACM Transactions on Information Systems (TOIS)**, Volume 12 Issue 4
Publisher: ACM Press
Full text available: pdf(1.69 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Three different interfaces were used to browse a large (1296 items) table of contents. A fully expanded stable interface, expand/contract interface, and multipane interface were studied in a between-groups experiment with 41 novice participants. Nine timed fact retrieval tasks were performed; each task is analyzed and discussed separately. We found that both the expand/contract and multipane interfaces produced significantly faster times than the stable interface for many tasks using this I ...

Keywords: browsing, hierarchies, table of contents, user interfaces

14 Developing regions 2: WebKhoj: Indian language IR from multiple character encodings

Prasad Pingali, Jagadeesh Jagarlamudi, Vasudeva Varma

May 2006 **Proceedings of the 15th international conference on World Wide Web WWW '06**

Publisher: ACM Press

Full text available: pdf(480.79 KB) Additional Information: full citation, abstract, references, index terms

Today web search engines provide the easiest way to reach information on the web. In this scenario, more than 95% of Indian language content on the web is not searchable due to multiple encodings of web pages.Most of these encodings are proprietary and hence need some kind of standardization for making the content accessible via a search engine. In this paper we present a search engine called WebKhoj which is capable of searching multi-script and multi-encoded Indian language content on the web. ...

Keywords: Indian languages, non-standard encodings, web search

15 Selective Markov models for predicting Web page accesses

Mukund Deshpande, George Karypis

May 2004 **ACM Transactions on Internet Technology (TOIT)**, Volume 4 Issue 2

Publisher: ACM Press

Full text available: pdf(447.43 KB) Additional Information: full citation, abstract, references, citings, index terms

The problem of predicting a user's behavior on a Web site has gained importance due to the rapid growth of the World Wide Web and the need to personalize and influence a user's browsing experience. Markov models and their variations have been found to be well suited for addressing this problem. Of the different variations of Markov models, it is generally found that higher-order Markov models display high predictive accuracies on Web sessions that they can predict. However, higher-order models a ...

Keywords: Markov models, World wide web, predicting user behavior, web mining

16 Using a goal-driven approach to generate test cases for GUIs

Atif M. Memon, Martha E. Pollack, Mary Lou Soffa

May 1999 **Proceedings of the 21st international conference on Software engineering ICSE '99**

Publisher: IEEE Computer Society Press

Full text available: pdf(1.23 MB) Additional Information: full citation, references, citings, index terms

Keywords: GUI regression testing, GUI testing, application of planning, automated test case generation, generating alternate plans

17 Shared family calendars: Promoting symmetry and accessibility

Catherine Plaisant, Aaron Clamage, Hilary Browne Hutchinson, Benjamin B. Bederson, Allison Druin

September 2006 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 13 Issue 3

Publisher: ACM Press

Full text available: pdf(2.91 MB) Additional Information: full citation, abstract, references, index terms

We describe the design and use of a system facilitating the sharing of calendar

information between remotely located, multi-generational family members. Most previous work in this area involves software enabling younger family members to monitor their parents. We have found, however, that older adults are equally if not more interested in the activities of younger family members. The major obstacle preventing them from participating in information sharing is the technology itself. Therefore, we ...

Keywords: Home, calendar, digital paper, elderly, family technology, layered interface, privacy, universal usability

18 Knowledge and representation: Convergence of knowledge management and E-learning: the GetSmart experience

Byron Marshall, Yiwen Zhang, Hsinchun Chen, Ann Lally, Rao Shen, Edward Fox, Lillian N. Cassel

May 2003 **Proceedings of the 3rd ACM/IEEE-CS joint conference on Digital libraries JCDL '03**

Publisher: IEEE Computer Society

Full text available: pdf(949.60 KB) Additional Information: full citation, abstract, references, citings, index terms

The National Science Digital Library (NSDL), launched in December 2002, is emerging as a center of innovation in digital libraries as applied to education. As a part of this extensive project, the GetSmart system was created to apply knowledge management techniques in a learning environment. The design of the system is based on an analysis of learning theory and the information search process. Its key notion is the integration of search tools and curriculum support with concept mapping. More tha ...

19 Reviewed papers: Towards an integrated learning laboratory environment for first-year computer science students

Denis Riordan

December 2002 **ACM SIGCSE Bulletin**, Volume 34 Issue 4

Publisher: ACM Press

Full text available: pdf(106.08 KB) Additional Information: full citation, abstract, references, citings

This paper describes an evolving attempt to provide an integrated learning laboratory environment (ILLE) to enhance the learning goals and strategies for first-year computer science students using Java as a first language. The proposed ILLE models a real computer-learning laboratory in which instructors walk around watching and helping students on request. In essence, the system consists of a Java development environment centered round a live communicator with a facility for an instructor to foc ...

20 Pictographic matching: a graph-based approach towards a language independent document exploitation platform

Mark A. Walch, Donald T. Gantz

November 2004 **Proceedings of the 1st ACM workshop on Hardcopy document processing HDP '04**

Publisher: ACM Press

Full text available: pdf(986.90 KB) Additional Information: full citation, abstract, index terms, review

In this paper, we introduce the concept of Pictographic Matching as a tool for document exploitation across multiple languages. The primary technology supporting Pictographic Matching uses graph-based pattern matching to detect the signature of words contained in images of documents. This signature takes the form of graphs created by the line forms used to construct written words. These graphs can be matched to known graphs representing alphabetic characters, groups of characte ...

Keywords: OCR, OWR, optical character recognition, optical word recognition, searching,

triage

Terms used **font coverage percentage bounding box subpixel sub pixel sub pixel**

Found **3** of **199,986**

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Results 1 - 3 of 3

Relevance scale

1 An open-source CVE for programming education: a case study: An open-source CVE for programming education: a case study

Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks

July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**

Publisher: ACM Press

Full text available: pdf(7.92 MB) Additional Information: full citation, references

2 Adaptive Hindi OCR using generalized Hausdorff image comparison

Huanfeng Ma, David Doermann

September 2003 **ACM Transactions on Asian Language Information Processing (TALIP)**, Volume 2 Issue 3

Publisher: ACM Press

Full text available: pdf(280.45 KB) Additional Information: full citation, abstract, references, index terms

We present an adaptive Hindi OCR implemented as part of a rapidly retargetable language tool effort. The system includes: script identification, character segmentation, training sample creation, and character recognition. In script identification, Hindi words are identified from bilingual or multilingual documents based on features of the Devanagari script or using Support Vector Machines. Identified words are then segmented into individual characters in the next step, where the composite charac ...

Keywords: Optical character recognition (OCR), document processing, generalized Hausdorff image comparison, script identification

3 Geometric decision trees for optical character recognition (extended abstract)

George N. Sazaklis, Esther M. Arkin, Joseph S. B. Mitchell, Steven S. Skiena

August 1997 **Proceedings of the thirteenth annual symposium on Computational geometry SCG '97**

Publisher: ACM Press

Full text available: pdf(535.09 KB) Additional Information: full citation, references, citings, index terms

Terms used **character coverage percentage bounding box subpixel sub pixel sub pixel**

Found **17** of **199,986**

Sort results by relevance

Display results expanded form

Save results to a Binder

Search Tips

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Try an Advanced Search

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Results 1 - 17 of 17

Relevance scale

1 Projectors: advanced graphics and vision techniques

Ramesh Raskar

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(6.53 MB) Additional Information: full citation

2 Real-time shadowing techniques

Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgard, Marc Stamminger

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.17 MB) Additional Information: full citation, abstract

Shadows heighten realism and provide important visual cues about the spatial relationships between objects. But integration of robust shadow shadowing techniques in real-time rendering is not an easy task. In this course on how shadows are incorporated in real-time rendering, attendees learn basic shadowing techniques and more advanced techniques that exploit new features of graphics hardware.The course begins with shadowing techniques using shadow maps. After an introduction to shadow maps and ...

3 Point-based computer graphics

Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(8.94 MB) Additional Information: full citation, abstract, citings

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

4 An open-source CVE for programming education: a case study: An open-source CVE

for programming education: a case study
Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
Publisher: ACM Press
Full text available: pdf(7.92 MB) Additional Information: full citation, references

5 Surfels: surface elements as rendering primitives
Hanspeter Pfister, Matthias Zwicker, Jeroen van Baar, Markus Gross
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques SIGGRAPH '00**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(500.97 KB) Additional Information: full citation, abstract, references, citings, index terms

Surface elements (surfels) are a powerful paradigm to efficiently render complex geometric objects at interactive frame rates. Unlike classical surface discretizations, i.e., triangles or quadrilateral meshes, surfels are point primitives without explicit connectivity. Surfel attributes comprise depth, texture color, normal, and others. As a pre-process, an octree-based surfel representation of a geometric object is computed. During sampling, surfel positions and normals are optionally pert ...

Keywords: rendering systems, texture mapping

6 Crowd and group animation
Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

7 Real-time shading
Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

8 Handwriting & character input: In-stroke word completion
Jacob O. Wobbrock, Brad A. Myers, Duen Horng Chau

October 2006 **Proceedings of the 19th annual ACM symposium on User interface software and technology UIST '06**

Publisher: ACM Press

Full text available: pdf(757.99 KB) Additional Information: full citation, abstract, references, index terms

We present the design and implementation of a word-level stroking system called *Fisch*, which is intended to improve the speed of character-level unistrokes. Importantly, Fisch does not alter the way in which character-level unistrokes are made, but allows users to gradually ramp up to word-level unistrokes by extending their letters in minimal ways. Fisch relies on *in-stroke word completion*, a flexible design for fluidly turning unistroke letters into whole words. Fisch can be memo ...

Keywords: EdgeWrite, isometric joystick, stylus, text entry, text input, trackball, unistrokes, word completion, word prediction

9 Geometric decision trees for optical character recognition (extended abstract)

George N. Sazaklis, Esther M. Arkin, Joseph S. B. Mitchell, Steven S. Skiena

August 1997 **Proceedings of the thirteenth annual symposium on Computational geometry SCG '97**

Publisher: ACM Press

Full text available: pdf(535.09 KB) Additional Information: full citation, references, citings, index terms

10 Adaptive Hindi OCR using generalized Hausdorff image comparison

Huanfeng Ma, David Doermann

September 2003 **ACM Transactions on Asian Language Information Processing (TALIP)**, Volume 2 Issue 3 ,

Publisher: ACM Press

Full text available: pdf(280.45 KB) Additional Information: full citation, abstract, references, index terms

We present an adaptive Hindi OCR implemented as part of a rapidly retargetable language tool effort. The system includes: script identification, character segmentation, training sample creation, and character recognition. In script identification, Hindi words are identified from bilingual or multilingual documents based on features of the Devanagari script or using Support Vector Machines. Identified words are then segmented into individual characters in the next step, where the composite charac ...

Keywords: Optical character recognition (OCR), document processing, generalized Hausdorff image comparison, script identification

11 External memory algorithms and data structures: dealing with massive data

Jeffrey Scott Vitter

June 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2

Publisher: ACM Press

Full text available: pdf(828.46 KB) Additional Information: full citation, abstract, references, citings, index terms

Data sets in large applications are often too massive to fit completely inside the computers internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance bottleneck. In this article we survey the state of the art in the design and analysis of external memory (or EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O costs. We consider a varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external

memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

12 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

13 Session 2: environments: Interactive navigation in complex environments using path planning

Brian Salomon, Maxim Garber, Ming C. Lin, Dinesh Manocha
April 2003 **Proceedings of the 2003 symposium on Interactive 3D graphics SI3D '03**

Publisher: ACM Press

Full text available: pdf(1.11 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a novel approach for interactive navigation in complex 3D synthetic environments using path planning. Our algorithm precomputes a global roadmap of the environment by using a variant of randomized motion planning algorithm along with a reachability-based analysis. At runtime, our algorithm performs graph searching and automatically computes a collision-free and constrained path between two user specified locations. It also enables local user-steered exploration, subject to motion cons ...

Keywords: collision detection, interaction, large models, motion planning, navigation

14 The handwritten trie: indexing electronic ink

Walid Aref, Daniel Barbará, Padmavathi Vallabhaneni
May 1995 **ACM SIGMOD Record , Proceedings of the 1995 ACM SIGMOD international conference on Management of data SIGMOD '95**, Volume 24 Issue 2

Publisher: ACM Press

Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, citings, index terms

The emergence of the pen as the main interface device for personal digital assistants and pen-computers has made handwritten text, and more generally *ink,* a first-class object. As for any other type of data, the need of retrieval is a prevailing one. Retrieval of handwritten text is more difficult than that of conventional data since it is necessary to identify a handwritten word given slightly different variations in its shape. The current way of addressing this is by using handwriting r ...

15 A survey of computer graphics image encoding and storage formats

Wayne E. Carlson
April 1991 **ACM SIGGRAPH Computer Graphics**, Volume 25 Issue 2

Publisher: ACM Press

Full text available: pdf(900.93 KB) Additional Information: full citation, abstract, index terms

This paper is a survey of several storage formats used for computer generated or sampled

images, both for purposes of archival storage and transmission (transfer from one location or platform to another). Various methodologies for the compression of such images are presented and discussed, Image storage standards and some of the more common commercial image storage techniques are presented in terms of the underlying compression algorithms they are based upon and the general internal data structu ...

16 Modelling urban environments: Scene assembly for large scale urban reconstructions

P. A. Flack, J. Willmott, S. P. Browne, D. B. Arnold, A. M. Day

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage VAST '01**

Publisher: ACM Press

Full text available: pdf(2.26 MB) Additional Information: full citation, abstract, references, citings, index terms

Reconstructing large areas of historic cities involves assembling a scene from a combination of knowledge of areas that no longer exist and known monuments that have survived and can still be (at least partially) observed and measured. In many cases little detail is known for such areas although it can be anticipated that buildings in some specific generic styles would be typical of the time and place. At UEA considerable effort has been put into creating a Scene Assembler package for the CHARIS ...

Keywords: automatic object distribution, large Urban Environments, rapid Modelling, scene Assembly, virtual Environments

17 Scalable algorithms for mining large databases

Rajeev Rastogi, Kyuseok Shim

August 1999 **Tutorial notes of the fifth ACM SIGKDD international conference on Knowledge discovery and data mining KDD '99**

Publisher: ACM Press

Full text available: pdf(4.11 MB) Additional Information: full citation, references, citings, index terms

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1 Projectors: advanced graphics and vision techniques

Ramesh Raskar

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(6.53 MB) Additional Information: full citation

2 Antialiasing of curves by discrete pre-filtering

A. E. Fabris, A. R. Forrest

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques SIGGRAPH '97**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(92.37 KB) Additional Information: full citation, references, citings, index terms

Keywords: Be´zier curves, pre-filtering

3 Point-based computer graphics

Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(8.94 MB) Additional Information: full citation, abstract, citings

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

4 Real-time shadowing techniques

Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgard, Marc Stamminger

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.17 MB) Additional Information: full citation, abstract

Shadows heighten realism and provide important visual cues about the spatial relationships between objects. But integration of robust shadow shadowing techniques in real-time rendering is not an easy task. In this course on how shadows are incorporated in real-time rendering, attendees learn basic shadowing techniques and more advanced techniques that exploit new features of graphics hardware.The course begins with shadowing techniques using shadow maps. After an introduction to shadow maps and ...

5 Surfels: surface elements as rendering primitives

Hanspeter Pfister, Matthias Zwicker, Jeroen van Baar, Markus Gross

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques SIGGRAPH '00**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(500.97 KB) Additional Information: full citation, abstract, references, citings, index terms

Surface elements (surfels) are a powerful paradigm to efficiently render complex geometric objects at interactive frame rates. Unlike classical surface discretizations, i.e., triangles or quadrilateral meshes, surfels are point primitives without explicit connectivity. Surfel attributes comprise depth, texture color, normal, and others. As a pre-process, an octree-based surfel representation of a geometric object is computed. During sampling, surfel positions and normals are optionally pert ...

Keywords: rendering systems, texture mapping

6 Drawing antialiased cubic spline curves

R. Victor Klassen

January 1991 **ACM Transactions on Graphics (TOG)**, Volume 10 Issue 1

Publisher: ACM Press

Full text available: pdf(1.45 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Cubic spline curves have many nice properties that make them desirable for use in comptuer graphics, and the advantages of antialiasing have been known for some years. Yet, only recently has there been any attempt at directly antialiasing spline curves. Parametric spline curves have resisted antialiasing in several ways: single segments may cross or become tangent to themselves. Cusps and small loops are easily missed entirely. Thus, short pieces of the curve cannot necessarily be rendered ...

7 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

8 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

9 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

10 Adaptive Hindi OCR using generalized Hausdorff image comparison

Huanfeng Ma, David Doermann
September 2003 **ACM Transactions on Asian Language Information Processing (TALIP)**, Volume 2 Issue 3
Publisher: ACM Press
Full text available: pdf(280.45 KB) Additional Information: full citation, abstract, references, index terms

We present an adaptive Hindi OCR implemented as part of a rapidly retargetable language tool effort. The system includes: script identification, character segmentation, training sample creation, and character recognition. In script identification, Hindi words are identified from bilingual or multilingual documents based on features of the Devanagari script or using Support Vector Machines. Identified words are then segmented into individual characters in the next step, where the composite charac ...

Keywords: Optical character recognition (OCR), document processing, generalized Hausdorff image comparison, script identification

11 External memory algorithms and data structures: dealing with massive data

Jeffrey Scott Vitter
June 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2
Publisher: ACM Press
Full text available: pdf(828.46 KB) Additional Information: full citation, abstract, references, citings, index terms

Data sets in large applications are often too massive to fit completely inside the computers internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance bottleneck. In this article we survey the state of the art in the design and analysis of external memory (or EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O costs. We consider a varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

12 Handwriting & character input: In-stroke word completion

Jacob O. Wobbrock, Brad A. Myers, Duen Horng Chau

October 2006 **Proceedings of the 19th annual ACM symposium on User interface software and technology UIST '06**

Publisher: ACM Press

Full text available: pdf(757.99 KB) Additional Information: full citation, abstract, references, index terms

We present the design and implementation of a word-level stroking system called *Fisch*, which is intended to improve the speed of character-level unistrokes. Importantly, Fisch does not alter the way in which character-level unistrokes are made, but allows users to gradually ramp up to word-level unistrokes by extending their letters in minimal ways. Fisch relies on *in-stroke word completion*, a flexible design for fluidly turning unistroke letters into whole words. Fisch can be memo ...

Keywords: EdgeWrite, isometric joystick, stylus, text entry, text input, trackball, unistrokes, word completion, word prediction

13 Geometric decision trees for optical character recognition (extended abstract)

George N. Sazaklis, Esther M. Arkin, Joseph S. B. Mitchell, Steven S. Skiena

August 1997 **Proceedings of the thirteenth annual symposium on Computational geometry SCG '97**

Publisher: ACM Press

Full text available: pdf(535.09 KB) Additional Information: full citation, references, citings, index terms

14 Data integration and data mining: Quality-driven approximate methods for integrating GIS data

Ramaswamy Hariharan, Michal Shmueli-Scheuer, Chen Li, Sharad Mehrotra

November 2005 **Proceedings of the 13th annual ACM international workshop on Geographic information systems GIS '05**

Publisher: ACM Press

Full text available: pdf(351.71 KB) Additional Information: full citation, abstract, references, index terms

GIS data distributed in local, state, federal, and private data clearinghouses are being made accessible through the efforts of organizations such as Federal Geographic Data Committee (FGDC) and GeoData.gov. Many database applications, such as disaster management, transportation, and national infrastructure protection, need to access GIS information from such various data sources. In this paper we study how to answer keyword-based spatial queries approximately using information from heterogeneou ...

Keywords: GIS data integration, approximate methods, heterogeneous data sources

15 The handwritten trie: indexing electronic ink

Walid Aref, Daniel Barbará, Padmavathi Vallabhaneni

May 1995 **ACM SIGMOD Record , Proceedings of the 1995 ACM SIGMOD international conference on Management of data SIGMOD '95**, Volume 24 Issue 2

Publisher: ACM Press

Additional Information:

Full text available: pdf(1.19 MB) full citation, abstract, references, citings, index terms

The emergence of the pen as the main interface device for personal digital assistants and pen-computers has made handwritten text, and more generally *ink*, a first-class object. As for any other type of data, the need of retrieval is a prevailing one. Retrieval of handwritten text is more difficult than that of conventional data since it is necessary to identify a handwritten word given slightly different variations in its shape. The current way of addressing this is by using handwriting r ...

16 Planning biped locomotion using motion capture data and probabilistic roadmaps

Min Gyu Choi, Jehee Lee, Sung Yong Shin
April 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 2
Publisher: ACM Press

Full text available: pdf(307.48 KB) Additional Information: full citation, abstract, references, citings, index terms

Typical high-level directives for locomotion of human-like characters are useful for interactive games and simulations as well as for off-line production animation. In this paper, we present a new scheme for planning natural-looking locomotion of a biped figure to facilitate rapid motion prototyping and task-level motion generation. Given start and goal positions in a virtual environment, our scheme gives a sequence of motions to move from the start to the goal using a set of live-captured motio ...

Keywords: Biped locomotion, human navigation, motion editing and adaptation, probabilistic path planning

17 Technical session 6: learning in multi-modal data: Naming every individual in news video monologues

Jun Yang, Alexander G. Hauptmann
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia MULTIMEDIA '04**
Publisher: ACM Press

Full text available: pdf(342.84 KB) Additional Information: full citation, abstract, references, citings, index terms

Naming every individual person appearing in broadcast news videos with names detected from the video transcript leads to better access of the news video content. In this paper, we approach this challenging problem with a statistical learning method. Two categories of information extracted from multiple video modalities have been explored, namely features, which help distinguish the true name of every person, as well as constraints, which reveal the relationships ...

Keywords: broadcast news video, equivalence constraint, machine learning, multi-modality, person naming

18 Animation systems: MotionMaster: authoring and choreographing Kung-fu motions by sketch drawings

Q. L. Li, W. D. Geng, T. Yu, X. J. Shen, N. Lau, G. Yu
September 2006 **Proceedings of the 2006 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '06**
Publisher: Eurographics Association

Full text available: pdf(356.70 KB) Additional Information: full citation, abstract, references, index terms

Sketch-drawings is an intuitive and comprehensive means of conveying movement ideas in character animation. We proposed a novel sketch-based approach to assisting the

authoring and choreographing of Kungfu motions at the early stage of animation creation. Given two human figure sketches corresponding to the initial and closing posture of a Kungfu form, and the trajectory drawings on specific moving joints, MotionMaster can directly rapid-prototype the realistic 3D motion sequence by sketch-based ...

19 Volume rendering II: View-dependent multiresolution splatting of non-uniform data

Justin Jang, William Ribarsky, Christopher D. Shaw, Nickolas Faust

May 2002 **Proceedings of the symposium on Data Visualisation 2002 VISSYM '02**

Publisher: Eurographics Association

Full text available: pdf(663.32 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper develops an approach for the splat-based visualization of large scale, non-uniform data. A hierarchical structure is generated that permits detailed treatment at the leaf nodes of the non-uniform distribution. A set of levels of detail (LODs) are generated based on the levels of the hierarchy. These yield two metrics, one in terms of the spatial extent of the bounding box containing the splat and one in terms of the variation of the scalar field over this box. The former yields a view ...

20 Rendering with coherent layers

Jed Lengyel, John Snyder

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques SIGGRAPH '97**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(1.32 MB) Additional Information: full citation, references, citings, index terms

Keywords: Talisman, affine transformation, image compositing, image-based rendering, sprite

Terms used
character coverage average window subpixel sub pixel sub pixel

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1 Projectors: advanced graphics and vision techniques

Ramesh Raskar
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(6.53 MB) Additional Information: full citation

2 Talisman: commodity realtime 3D graphics for the PC

Jay Torborg, James T. Kajiya
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques SIGGRAPH '96**
Publisher: ACM Press
Full text available: pdf(107.48 KB) Additional Information: full citation, references, citings, index terms

3 Real-time shadowing techniques

Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgard, Marc Stamminger
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(11.17 MB) Additional Information: full citation, abstract

Shadows heighten realism and provide important visual cues about the spatial relationships between objects. But integration of robust shadow shadowing techniques in real-time rendering is not an easy task. In this course on how shadows are incorporated in real-time rendering, attendees learn basic shadowing techniques and more advanced techniques that exploit new features of graphics hardware.The course begins with shadowing techniques using shadow maps. After an introduction to shadow maps and ...

4 Special session: H.264/AVC design challenges and solutions: Algorithms and DSP implementation of H.264/AVC

Hung-Chih Lin, Yu-Jen Wang, Kai-Ting Cheng, Shang-Yu Yeh, Wei-Nien Chen, Chia-Yang Tsai, Tian-Sheuan Chang, Hsueh-Ming Hang
January 2006 **Proceedings of the 2006 conference on Asia South Pacific design**

automation ASP-DAC '06

Publisher: ACM Press

Full text available: pdf(158.84 KB) Additional Information: full citation, abstract, references

This survey paper intends to provide a comprehensive coverage of the techniques that are pertinent to the processor-based implementation of H.264/AVC video codec, particularly on DSP. Most of this paper is devoted to the computationally efficient algorithms, or the *fast algorithms*. Fast algorithms for motion estimation, intra-prediction and mode decision are described to reduce the computational complexity. In addition, in order to port the H.264/AVC codec to DSP, we also outline the basi ...

5 A survey of image registration techniques

Lisa Gottesfeld Brown

December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Publisher: ACM Press

Full text available: pdf(5.20 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Registration is a fundamental task in image processing used to match two or more pictures taken, for example, at different times, from different sensors, or from different viewpoints. Virtually all large systems which evaluate images require the registration of images, or a closely related operation, as an intermediate step. Specific examples of systems where image registration is a significant component include matching a target with a real-time image of a scene for target recognition, mon ...

Keywords: image registration, image warping, rectification, template matching

6 Drawing antialiased cubic spline curves

R. Victor Klassen

January 1991 **ACM Transactions on Graphics (TOG)**, Volume 10 Issue 1

Publisher: ACM Press

Full text available: pdf(1.45 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Cubic spline curves have many nice properties that make them desirable for use in comptuer graphics, and the advantages of antialiasing have been known for some years. Yet, only recently has there been any attempt at directly antialiasing spline curves. Parametric spline curves have resisted antialiasing in several ways: single segments may cross or become tangent to themselves. Cusps and small loops are easily missed entirely. Thus, short pieces of the curve cannot necessarily be rendered ...

7 Surfels: surface elements as rendering primitives

Hanspeter Pfister, Matthias Zwicker, Jeroen van Baar, Markus Gross

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques SIGGRAPH '00**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(500.97 KB) Additional Information: full citation, abstract, references, citings, index terms

Surface elements (surfels) are a powerful paradigm to efficiently render complex geometric objects at interactive frame rates. Unlike classical surface discretizations, i.e., triangles or quadrilateral meshes, surfels are point primitives without explicit connectivity. Surfel attributes comprise depth, texture color, normal, and others. As a pre-process, an octree-based surfel representation of a geometric object is computed. During sampling, surfel positions and normals are optionally pert ...

Keywords: rendering systems, texture mapping

8 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**

Publisher: IBM Press

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

9 A guided tour to approximate string matching

Gonzalo Navarro

March 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 1

Publisher: ACM Press

Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, citings, index terms, review

We survey the current techniques to cope with the problem of string matching that allows errors. This is becoming a more and more relevant issue for many fast growing areas such as information retrieval and computational biology. We focus on online searching and mostly on edit distance, explaining the problem and its relevance, its statistical behavior, its history and current developments, and the central ideas of the algorithms and their complexities. We present a number of experiments to ...

Keywords: Levenshtein distance, edit distance, online string matching, text searching allowing errors

10 Motion re-use: Evaluating motion graphs for character navigation

P. S. A. Reitsma, N. S. Pollard

August 2004 **Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '04**

Publisher: ACM Press

Full text available: pdf(312.57 KB) Additional Information: full citation, abstract, references, citings, index terms

Realistic and directable humanlike characters are an ongoing goal in animation. Motion graph data structures hold much promise for achieving this goal. However, the quality of the results obtained from a motion graph may not be easy to predict from the input motion segments. This paper introduces the idea of assessing a data structure such as a motion graph for its utility in a particular application. We focus on navigation tasks and define metrics for evaluating expected path quality and cov ...

11 Broad coverage paragraph segmentation across languages and domains

Caroline Sporleder, Mirella Lapata

July 2006 **ACM Transactions on Speech and Language Processing (TSLP)**, Volume 3 Issue 2

Publisher: ACM Press

Full text available: pdf(300.91 KB) Additional Information: full citation, abstract, references, index terms

This article considers the problem of automatic paragraph segmentation. The task is

relevant for speech-to-text applications whose output transcipts do not usually contain punctuation or paragraph indentation and are naturally difficult to read and process. Text-to-text generation applications (e.g., summarization) could also benefit from an automatic paragaraph segementation mechanism which indicates topic shifts and provides visual targets to the reader. We present a paragraph segmentation mod ...

Keywords: Machine learning, paragraph breaks, segmentation, summarization

12 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

13 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

14 Identifying topics by position

Chin-Yew Lin, Eduard Hovy

March 1997 **Proceedings of the fifth conference on Applied natural language processing**

Publisher: Morgan Kaufmann Publishers Inc.

Full text available: pdf(996.73 KB) Publisher Site Additional Information: full citation, abstract, references, citings

This paper addresses the problem of identifying likely topics of texts by their position in the text. It describes the automated training and evaluation of an Optimal Position Policy, a method of locating the likely positions of topic-bearing sentences based on genre-specific regularities of discourse structure. This method can be used in applications such as information retrieval, routing, and text summarization.

15 Reading text from computer screens

Carol Bergfeld Mills, Linda J. Weldon

December 1987 **ACM Computing Surveys (CSUR)**, Volume 19 Issue 4

Publisher: ACM Press

Full text available: pdf(3.33 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This paper reviews empirical studies concerning the readability of text from computer screens. The review focuses on the form and physical attributes of complex, realistic displays of text material. Most studies comparing paper and computer screen readability show that screens are less readable than paper. There are many factors that could affect

the readability of computer screens. The factors explored in this review are the features of characters, the formatting of the screen, the contras ...

16 Speaking with hands: creating animated conversational characters from recordings of human performance

Matthew Stone, Doug DeCarlo, Insuk Oh, Christian Rodriguez, Adrian Stere, Alyssa Lees, Chris Bregler

August 2004 **ACM Transactions on Graphics (TOG) , ACM SIGGRAPH 2004 Papers SIGGRAPH '04**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(240.69 KB) mov(25:14 MIN) Additional Information: full citation, abstract, references, citings, index terms

We describe a method for using a database of recorded speech and captured motion to create an animated conversational character. People's utterances are composed of short, clearly-delimited phrases; in each phrase, gesture and speech go together meaningfully and synchronize at a common point of maximum emphasis. We develop tools for collecting and managing performance data that exploit this structure. The tools help create scripts for performers, help annotate and segment performance data, and s ...

Keywords: animation, conversational agents, language generation, motion capture, motion synthesis, speech synthesis

17 Multi-answer-focused multi-document summarization using a question-answering engine

Tatsunori Mori, Masanori Nozawa, Yoshiaki Asada

September 2005 **ACM Transactions on Asian Language Information Processing (TALIP)**, Volume 4 Issue 3

Publisher: ACM Press

Full text available: pdf(635.10 KB) Additional Information: full citation, abstract, references, index terms

In recent years, answer-focused summarization has gained attention as a technology complementary to information retrieval and question answering. In order to realize multi-document summarization focused by multiple questions, we propose a method to calculate sentence importance using scores, for responses to multiple questions, generated by a Question-Answering engine. Further, we describe the integration of this method with a generic multi-document summarization system. The evaluation results d ...

Keywords: Information gain ratio, maximal marginal relevance, question-answering engine

18 Learning pronunciation dictionaries: language complexity and word selection strategies

John Kominek, Alan W Black

June 2006 **Proceedings of the main conference on Human Language Technology Conference of the North American Chapter of the Association of Computational Linguistics**

Publisher: Association for Computational Linguistics

Full text available: pdf(1.36 MB) Additional Information: full citation, abstract, references

The speed with which pronunciation dictionaries can be bootstrapped depends on the efficiency of learning algorithms and on the ordering of words presented to the user. This paper presents an active-learning word selection strategy that is mindful of human limitations. Learning rates approach that of an oracle system that knows the final LTS rule

set.

19 Vigilante: end-to-end containment of internet worms

Manuel Costa, Jon Crowcroft, Miguel Castro, Antony Rowstron, Lidong Zhou, Lintao Zhang, Paul Barham

October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5

Publisher: ACM Press

Full text available: pdf(329.29 KB) Additional Information: full citation, abstract, references, citings, index terms

Worm containment must be automatic because worms can spread too fast for humans to respond. Recent work has proposed network-level techniques to automate worm containment; these techniques have limitations because there is no information about the vulnerabilities exploited by worms at the network level. We propose Vigilante, a new end-to-end approach to contain worms automatically that addresses these limitations. Vigilante relies on collaborative worm detection at end hosts, but does not requir ...

Keywords: control flow analysis, data flow analysis, self-certifying alerts, worm containment

20 Pattern matching and parsing: Efficient sequence alignment of network traffic

Christian Kreibich, Jon Crowcroft

October 2006 **Proceedings of the 6th ACM SIGCOMM on Internet measurement IMC '06**

Publisher: ACM Press

Full text available: pdf(398.90 KB) Additional Information: full citation, abstract, references, index terms

String comparison algorithms, inspired by methods used in bioinformatics, have recently gained popularity in network applications. In this paper we demonstrate the need for careful selection of alignment models if such algorithms are to yield the desired results when applied to network traffic. We introduce a novel variant of the Jacobson-Vo algorithm employing a flexible gap-minimising alignment model suitable for network traffic, and find that our software implementation outperforms the common ...

Keywords: sequence alignment, sequence analysis, traffic monitoring

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